





Fig. 3

FIGURE 4: Scheme for a Sequence Map SEQUENCE MAP

HEADER Number of Tracks

TRACK 1 HEADER

Sequence Level Number of sub-sequences

SUB-SEQUENCE Starring n

TRACK 2

Starring number

Number of successive bounding boxes in a sub-sequence

FIGURE 5: Data for a Sequence Map of a 124 Measure String quarret, with a repeat of 1-8 Measures

; 1 byte: number of tracks - header

```
スのシカー
                                                                                                                                                スロマガヨ
                                                 404
                                                                                                                                                4 4 0
                   ⊸ თ
: 1 byte: use 124 measures of bounding boxes
               1 byte: start at measure 1
                             1 byte: use 8 measures of bounding boxes
                                                 1 byte: start at measure one
                                                               1 byte: number of sub sequence
                                                                               1 byte: track 2 uses Level bounding boxes
                                                                                                              1 byte: use 124 measures of bounding boxes
                                                                                                                              1 byte: start at measure 1
                                                                                                                                              1 byte: use 8 measures of bounding boxes
                                                                                                                                                                1 byte: start at measure one
                                                                                                                                                                                1 byte: number of sub sequences
                                                                                                                                                                                              1 byte: track 1 uses Level 4 bounding boxes-that is, measures
```

Etc...for tracks 3 and 4
Total bytes: 25

N

FIGURE 6: Scheme for a Time Map

number on a CD or total duration of a recording. Audio/Visual source: index in table giving information about the real-time performance, such as the track

Number of events in map (slices in a musical score, pictures in a slide show, etc.)

TIME EVENTS

Event 1:

Event 2:

Track flags: bits for each track in the Sequence Map Time offset: time units since previous event

Event 3:

Track flags: bits for each track in the Sequence Map Time offset time units since previous event

FIGURE 7: Sample Data for a Time Map of a Musical Score According to the scheme of Figure 6

1 byte: index into table of audio sources

variable bytes: offset of slice 1 from start of recording ; variable number of bytes: total slices in score

; variable bytes: offset of slice 2 from slice 1, in time units variable bytes: tracks 1, 2, 3 have slice bounding boxes

6 Z ; variable bytes: tracks 2 & 3 have slice bounding boxes

ಪ ; variable bytes: only track two has music at this slice ; variable bytes: offset of slice 3 from slice 2

[Note: values are compressed by using a single byte for all values under 128, and a bit flag (bit 7) and variable numbers of bytes for all larger values.}